nintendo Wi-Fi connection

NINTENDO DS™

Magician's Quest Mysterious Times

EVERYONE 10+
ENFANTS ET ADULTES 10+
E 10+
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB

INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

KONAMI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - **Convulsions**
  - **Altered vision**
  - **Eye or muscle twitching**
  - **Involuntary movements**
  - **Loss of awareness**
  - **Disorientation**
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

REV–E

Important Legal Information

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The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal ™

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS ™ VIDEO GAME SYSTEM.

Wireless DS Multi-Card Play
1-4

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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E 10+
CONTENT RATED BY ESRB

- **To complete the Nintendo Wi-Fi Connection setup you will also need access to a wireless network device (such as a wireless router) and an active broadband or DSL account.**
- **The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available online at www.nintendowifi.com/terms.**
- **For additional information on the Nintendo Wi-Fi Connection or setting up your Nintendo DST visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).**
- **To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.**

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Getting Started

1. Make sure your Nintendo DS™ is turned off and firmly insert the Magician's Quest: Mysterious Times Game Card into the Nintendo DS™ Game Card slot until it clicks into place.
2. Turn the Nintendo DS™ on and you will see the Health and Safety Screen. Touch the Touch Screen once you have read and understood the information.
3. Touch the Magician's Quest: Mysterious Times panel on the Nintendo DS™ Menu Screen and the game will begin.
   *If your Nintendo DS™ is set to Auto Mode the game will begin automatically. See your Nintendo DS™ Instruction Booklet for more details.
4. Instructions continue on page 2.

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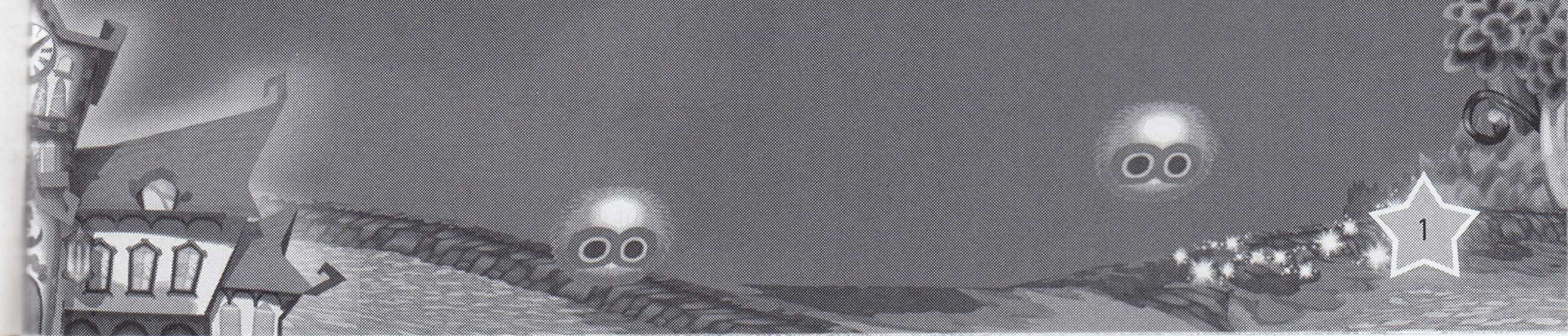
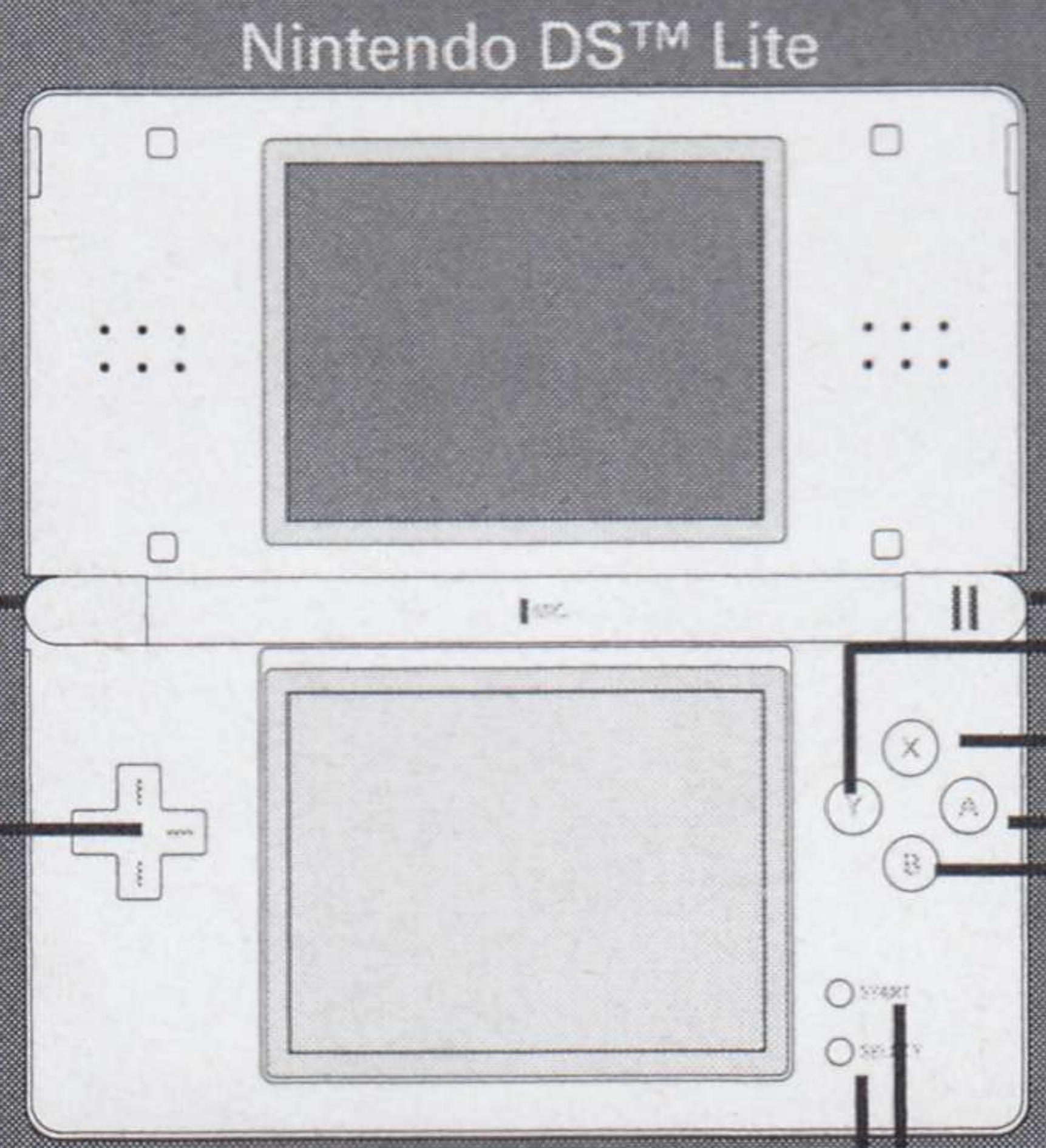


Controls

Magician's Quest: Mysterious Times uses both the stylus and buttons.



L Button
Open Bag, Place/Hold/Wear Item

+Control Pad
Move Character, Navigate Menus

SELECT
Save, End Communications

START
View Menu Screen

R Button
Wield Staff, Change Wand Role

Y Button
Magic Linguistics/Spells and Chat Menus

X Button
Use Staff/Wand, Call Character

A Button
Confirm, Advance Messages, Basic Actions (Talk, Pick Up, etc.)

B Button
Cancel (together with +Control Pad) Run

Starting the Game

When the game begins, the title screen will appear. Press START or touch the Touch Screen to display the title menu.

★ Title Menu

If you are playing for the first time, select "Enroll" to sign up for magic school.

If you have already enrolled, select "Continue" to resume from where you left off. If you have two or more player data files, select the file you want to load.

Select "Other" to delete data for the entire school, or just one player. You can also download available items in "Other" by choosing the "Nintendo Wi-Fi Connection" option. "Other" is also where you transfer data using the DS Wireless Communications. This action brings your character to another player's school. Select "Send" or Accept" to begin the process.

*Transferred player data will be deleted from original Game Card.

★ About Saving

To save, either press SELECT or select "Save" from the Gateway of the Beginning and End in the dorm. Saving will return you to the title screen. Select "Continue" the next time you play to resume your game from the Gateway of the Beginning and End. Make sure you save before you turn the power off!

★ Enrolling in Magic School

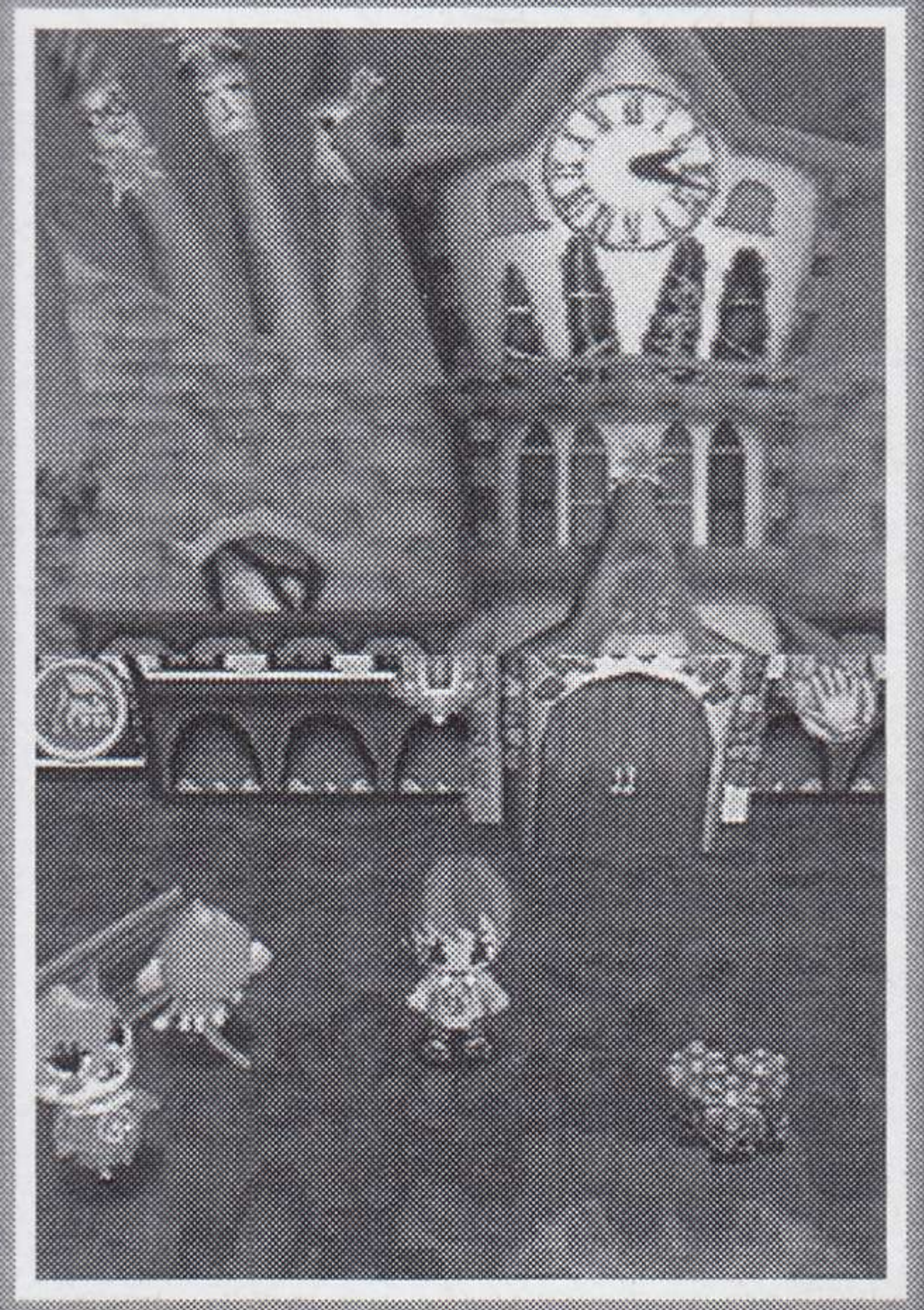
Select "Enroll" from the title menu to sign up for magic school. To begin the enrollment process, answer Principal Sol's questions. Use the onscreen keyboard to input any information Principal Sol requires. After giving your name and birthday, your character's appearance will be chosen for you. If you want to choose your character's appearance yourself, select "Let me pick".

★ Choose a School Name

Enter a name for your school to complete your enrollment.

*If you already have player data and a magic school in your Game Card, you will not be able to enter a school name.

The Field



Field Screen
In the field you can touch icons on the Touch Screen to perform actions such as checking your current items and wielding your staff.

Bag Icon
Press the L Button or touch the icon to open your bag.

Hand Icon
Press the R Button or touch the icon to wield your staff. The hand icon will then become one of the staff or wand icons.

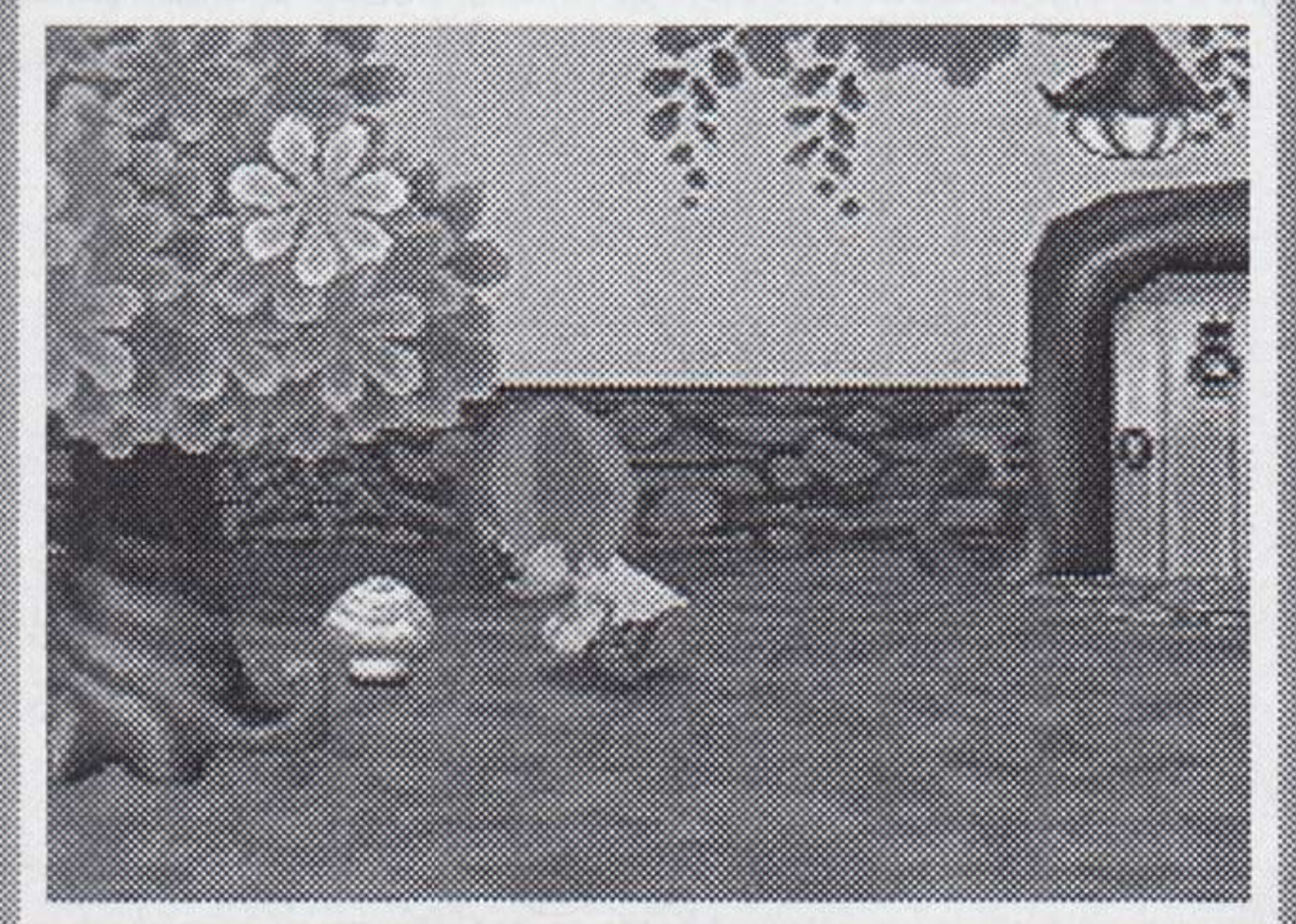
Actions and Items

★ Walking and Running

To make your character walk, touch an area near your character with the Stylus or use the +Control Pad. To run, touch an area away from your character with your Stylus or press the B Button together with the +Control Pad.

★ Basic Actions

To talk to characters or open doors, touch the characters or doors when nearby or press the A Button. You can also perform various other actions such as picking up items and pulling out weeds.



★ Use Staff/Wave Hand

Touch the hand icon or press the R Button to wield your staff. To use it, touch your character or press the X Button. Press the X Button when your hands are empty to wave your hand.

Your wand can turn into various tools!

Every time you touch the wand icon or press the R Button, your wand will turn into a different tool.

Watering Can
Used to give water to flowers and other plants.

Empty Hands
When you are not holding your wand.
*While transformed into a wizard this becomes a staff icon, allowing you to use staff magic.

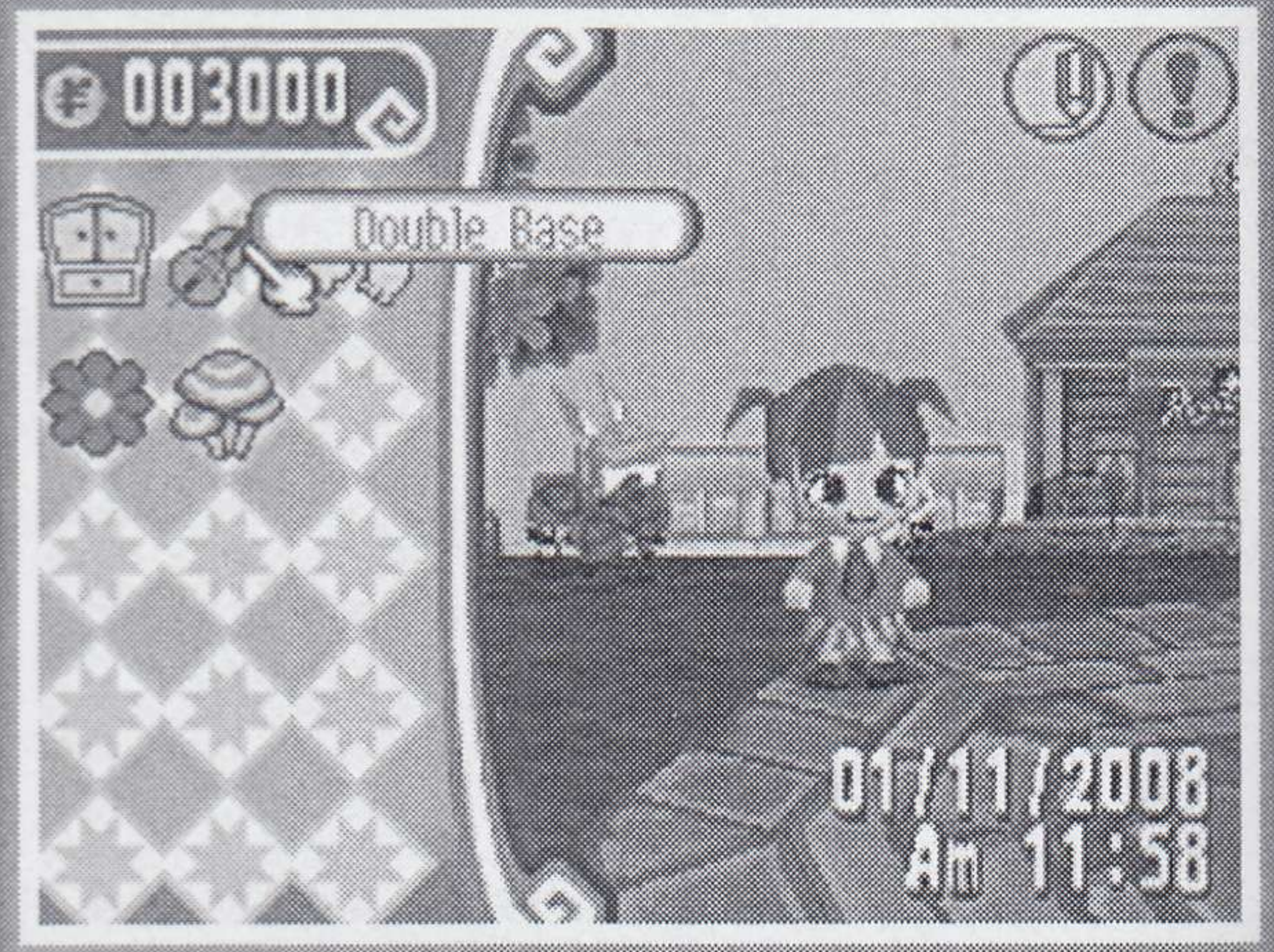
Shovel
Used for digging.

Fishing Pole
Used for fishing when near water.

Insect Net
Used for catching insects.

How to Fish
If you get a bite, touch your lure with your Stylus or press the X Button to reel your line in. Touch your character or press the B Button to stop fishing.

Actions and Items



★ Opening your Bag

Touch the bag icon or press the L Button to open your bag. Here you can view your current items and money (Ritch). You can also select the pencil icon to chat and the exclamation icon to view the menu.

★ Placing, Holding, and Wearing Items

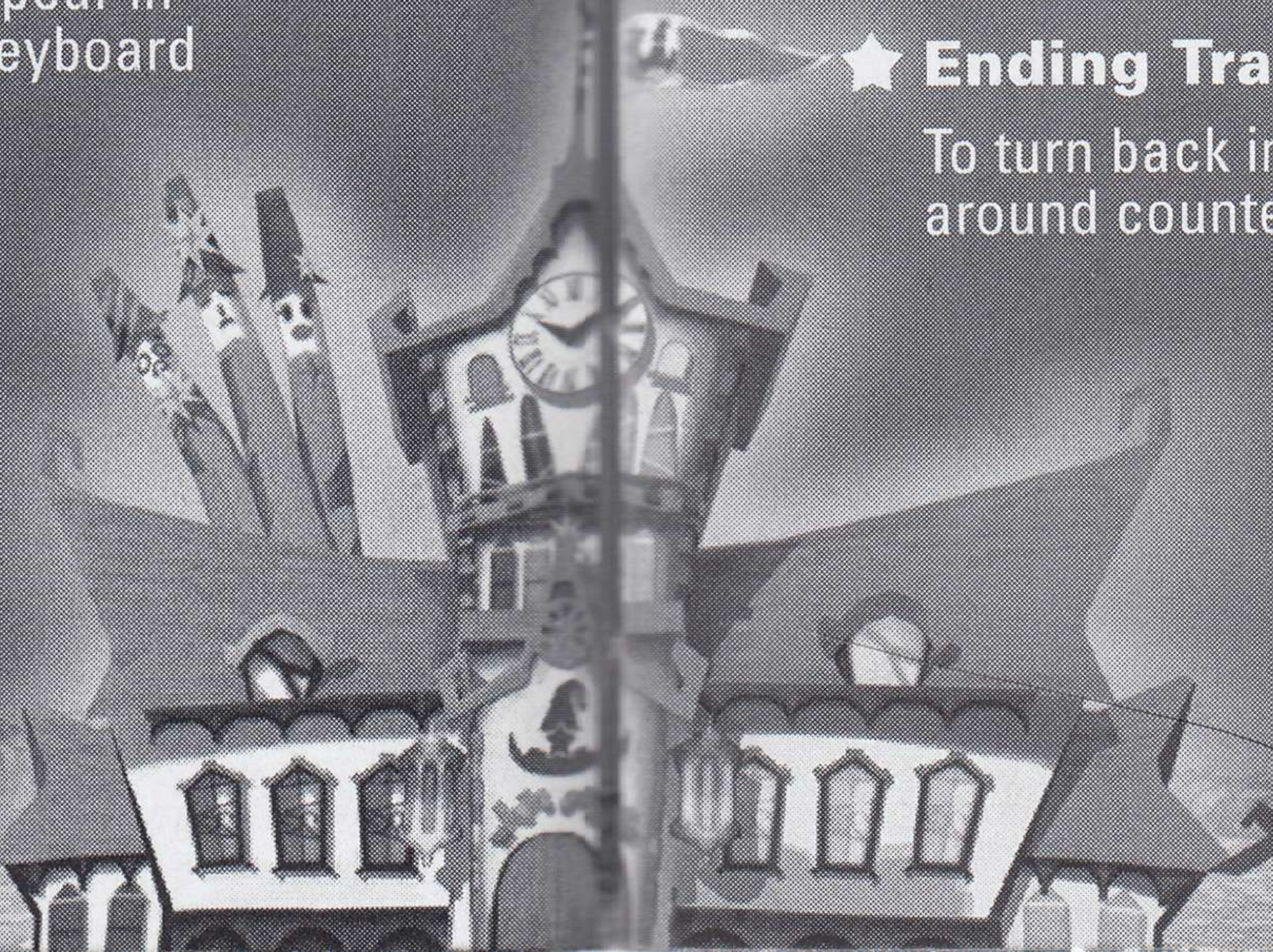
Move an item outside your bag to place it there. By moving an item over your character, you can hold it and show it to others, or wear it.

★ Riding your Broom

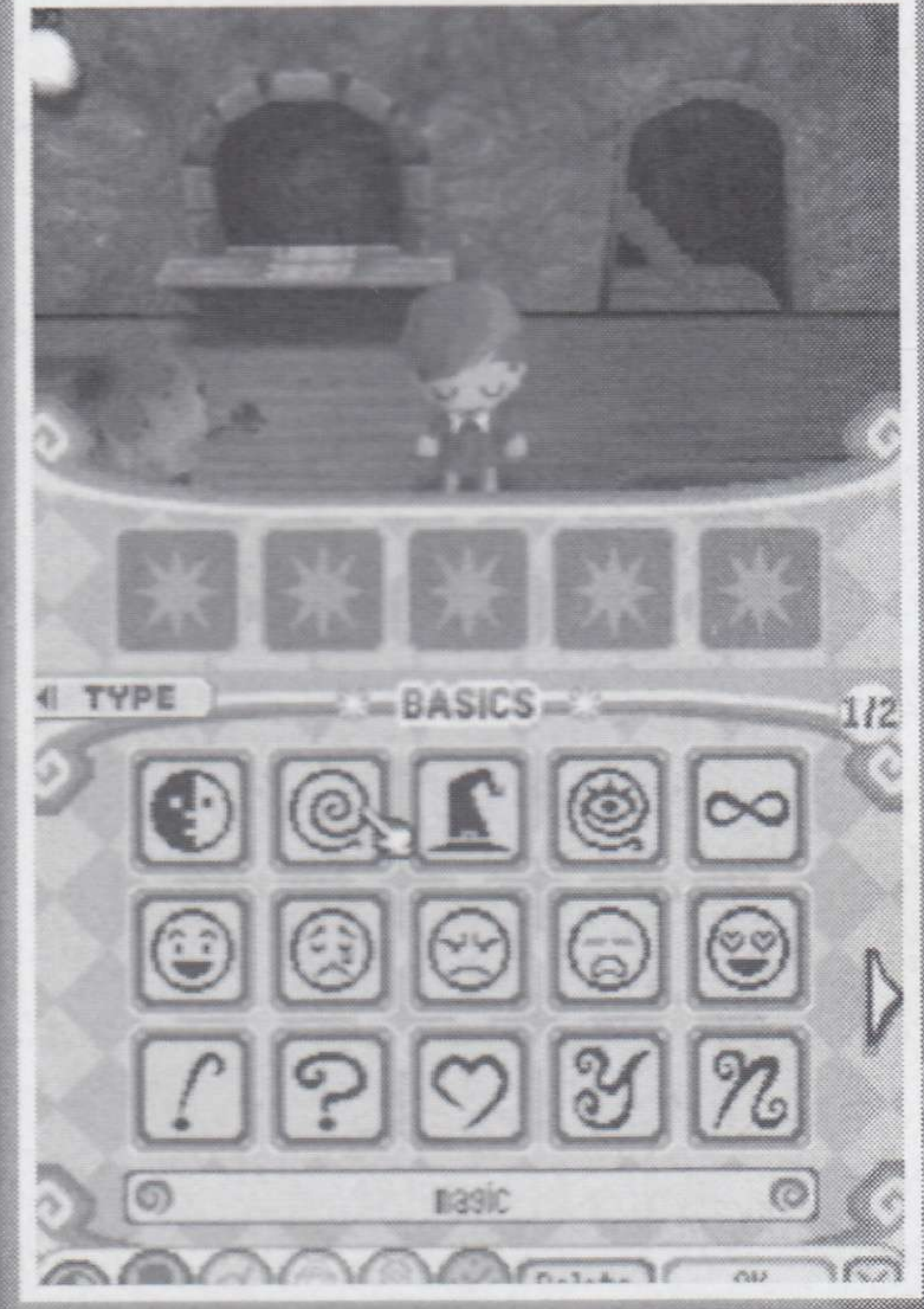
If you have a broom, you can ride it by moving it over your character from your bag. Press the B Button while riding it to increase your speed. To get off, press the A Button.

★ Chatting

Open your bag and either touch the pencil icon or press the Y Button to chat using magic linguistics. Select the magic linguistics you want to use by touching the corresponding icon. Touch "OK" and the words will appear in the top screen. Touch "Type" to switch screens and chat with the keyboard instead.



Magic



★ Magic Linguistics

Magic Linguistics are special symbols that are used for both spell casting and communication.

Touch to change the input type.

★ Transforming into a Wizard

Spin your character around clockwise with the stylus or +Control Pad to transform into a wizard. As a wizard you can cast magic spells.

★ Staff Magic

You can give your staff mysterious powers by casting staff magic spells with special combinations of magic. Staff magic spells can be learned in magic school classes.

While as a wizard, press the X Button to wave your staff/wand and cast magic.

★ Incantations

You can cause mysterious things to occur by casting spells with special combinations of magic that can be learned in magic school classes.

★ Ending Transformation

To turn back into your previous form, use the stylus or +Control Pad to spin around counterclockwise.

Game Menus

When in the field either press START or open your bag and touch the exclamation icon to open the menu screen. Here you can view various information.

Menu Screen

Touch the menu icons to select them. To return to the field, touch the X icon or press the B Button.

Wizard ID

This contains information on your character. The stars indicate your current grade.

Info

Here you can view your titles and change your staff or wizard's hat. Touch an icon to open the corresponding menu.

Magic

View all the magic spells you've learned in magic school.

Town Map

View a map of the field. Touch a building to see its name and who lives there.

Telegrams

View telegrams you have received.

Friends

View friends you have registered to your friend roster or add new friends. You can also view your friend codes and see which friends are currently playing.

Registering Friends

Touch "Register" at the Friend menu to register a person to your friend roster.

Touch the arrows to select numbers and enter your friend's friend code. You must then enter their name and the name of their school.

Classes

Classes are held every day at magic school. You should try to attend as many classes as possible because here is where you'll learn your magic spells.

About Grades

Your grades as a wizard will increase the more you attend classes and solve mysteries. Your current grades are represented by the number of stars in your Wizard ID.

How to Attend Classes

Talk to the teacher outside the classroom and select the subject of the class you want to take. Classes include "Introduction", "Staff Magic", "Incantations", and "Magic Linguistics". The only class you can select at first is "Introduction". After completing this class, the subject will change as time passes.

*You can only take one class from each subject in a day, with the exception of "Introduction", which you can take multiple times in one day. Lessons change from week to week, so keep checking back to see what's new.

During Class

During class touch the Touch Screen or press the A Button to listen to the teacher's lecture. When the teacher asks a question, press the A Button to raise your hand and answer. The better you answer questions, the higher your grades become.

About your Attendance Card

When you attend a class you will receive a stamp for that subject. The more stamps you have, the higher your grades become. You can view your attendance card by talking to the appropriate teacher in the staff room.

Class Reviews

To retake a class you have taken before, talk to the teacher outside the classroom and select "Past Classes" then select the class you want to take.

Dorm Life

★ Your Room

You have your own room in the dorm. You can decorate it with your favorite furniture and also set its wallpaper and carpet to your liking.

★ Gateway of the Beginning and End

Examining the Gateway of the Beginning and End on the second floor of the dorm allows you to begin connections with other players and save your game.

★ Talk to the Dorm Manager

You can talk to Reginald the dorm manager on the first floor of the dorm. Select "Ask something" to learn about living in the dorm, going to school, and getting around town. Also, if a package has arrived for you, you can select "Download" to receive it.

★ Places in Town

In town there are many convenient facilities. You will come across places such as stores for buying items, a bank, and even a post office.

There are many interesting places all about town, so be sure to explore! Also keep in mind that many stores change their inventory daily. If you don't see the item you want in stock, try again the next day.

★ How to Sell

In some locations you can sell items. Select "Sell" then move the item you want to sell from your bag to the window on the right. Select "Confirm" to sell the item for money (Ritch).

Magician 101

★ Classmate Relationships

You will come across many other students at magic school. Your relationships with them will change depending on your words and actions. Play your cards right and some of them will become good friends, and maybe even your boyfriend or girlfriend!

★ Seasons and Events

Time passes the same in town as it does in real life. The town's appearance changes depending on the time of day and the season, with certain events and magic competitions held only during certain times of the year.

★ About Mystery Time

From time to time the sky will turn a magenta color, sending the field into a state called "Mystery Time". During this period you can find valuable items and encounter characters not usually seen. Be sure to investigate far and wide across the field during this time.

★ Mysterious Events

Throughout the world exist various mysterious creatures. If you activate Mystery Time yourself, they will appear, causing events to occur around town.

After activating Mystery Time, you will be able to activate it again when you solve the mystery or when one week passes and the event ends.

Playing with Others

You can visit friends' schools or have them visit your school through DS Wireless Communications and Nintendo Wi-Fi Connection.

- **Communication Room**
  Select "Communication Room" at the Gateway of the Beginning and End to begin communications.

  Choose "Study Abroad" or "Ask a Friend to Play" and then choose a communications method, either "Multi-Card Play" or "Nintendo WFC". You can also choose "Friend Code" to connect to Nintendo Wi-Fi Connection and obtain your friend code.
- **Registering Friends to your Friend Roster**
  Select "Friend Code" at the Communication Room to obtain your friend code. After exchanging friend codes with the friend you want to play with, register each other's friend codes at the Friend menu.
- **Ending Communications**
  To end communications, press SELECT or select "Communication Room" from the Gateway of the Beginning and End. Then select "Yes" to confirm and the game will automatically save your data before ending communications and returning you to the Gateway of the Beginning and End.

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